HALO GROUND COMMAND COMMUNITY UPDATE Ver. 1.6.1 - POST-ADEPTICON 2026

RULES ERRATA

A REFERENCE SHEET BY THE PLAYER COMMUNITY, AUTHORED BY VINCENT GREGORY & VINCENT COLBORN.

	WAS	NOW
RULE EXAMPLE	VANILLA SPARTAN GAMES ORIGINAL RULE	CHANGE TO OR NEW RULE

	WAS	NOW
HEROIC SAVE	USES ONE HALO DICE.	USES ONE D6, OR HALO DICE AS FOLLOWS:
	TROOPER SAVE = LEADER SAVE = LEGEND SAVE =	6+ SAVE = 5+ SAVE = 4+ SAVE = 3+ SAVE = 2+ SAVE =

	WAS	NOW
FLYER UNITS	FLYERS ARE NOT AFFECTED BY TERRAIN OR OTHER ELEMENTS WHEN DETERMINING LOS, BUT ARE OTHERWISE TREATED AS A NORMAL ELEMENT IN ALL RESPECTS OF GAMEPLAY. (PG. 86)	FLYERS ARE NOT AFFECTED BY TERRAIN OR OTHER ELEMENTS WHEN DETERMINING LOS, NEVER BENEFIT FROM TERRAIN SPECIAL RULES, AND CAN MOVE OVER ENEMY INFANTRY OR ARMOURED UNITS, AND TERRAIN THAT BLOCKS MOVEMENT.

	WAS	NOW
TERRAIN	N/A	ADD 'HIGH PROFILE' TERRAIN SPECIAL RULE: BLOCKS LoS TO/FROM HOVER FLYERS BUT *NOT* ASFs.

	WAS	NOW
ATTACHMENT	A UNIT COULDN'T ATTACH DURING DEPLOYMENT.	A UNIT MAY ATTACH DURING DEPLOYMENT.
	A UNIT CAN ATTACH TO ANY FRIENDLY UNIT OF THE TYPE LISTED IN PARENTHESES.	HEROIC CHARACTERS CAN NEVER ATTACH TO OTHER HEROIC CHARACTER UNITS.

	WAS	NOW
SUPPRESSION	NEEDED AT LEAST 12 ON 2D6 TO SUPPRESS.	NEED AT LEAST A 10 ON 2D6 TO SUPPRESS.
	GIVE THE SUPPRESSED UNIT A COOLDOWN TOKEN.	GIVE READY OR ACTIVATING UNITS AN ACTIVATION TOKEN. GIVE ACTIVATED UNITS A COOLDOWN TOKEN.

REACTION FIRE TEST

WAS	NOW
AN ACTIVATED UNIT CAN KEEP REACTING UNLESS ALL ELEMENTS IN THE UNIT HAVE A COOLDOWN TOKEN	AN ACTIVATED UNIT GETS A COOLDOWN TOKEN AFTER A SUCCESSFUL REACTION TEST.
AN UNACTIVATED UNIT ALWAYS GETS AN ACTIVATION TOKEN, EVEN IF THEY FAIL A REACTION TEST.	A UNIT ONLY GETS AN ACTIVATION TOKEN IF THEY SUCCEED ON THEIR REACTION TEST ROLL.

ORDER DICE COMMAND RESULT

WAS	NOW
& ADDED 1 TO INITIATIVE.	& ADD 2 TO INITIATIVE.

UNSC FORCE COMMANDER

WAS	NOW
NOT ONE STEP BACK UNIQUE ABILITY: Once per Game Turn, a UNSC Force Commander will allow a single UNSC Unit to automatically pass a Suppression Test they have been forced to make.	NOT ONE STEP BACK UNIQUE ABILITY: Once per Game Turn, a UNSC Force Commander can select one UNSC Infantry Unit to remove an Activation Token. That Unit can then be selected to Activate or React later during the game turn. This Order must be issued during a UNSC Player's Unit Activation.

COVENANT FORCE COMMANDER

WAS	NOW
DEATH TO THE HERETICS! UNIQUE ABILITY: Once per Game Turn, a Warhost Leader may exert his presence on ONE friendly Unit in a Covenant Force, spurring them to fanatically charge the enemy. As a result the Unit may increase its Charge Movement by +D6".	DEATH TO THE HERETICS! UNIQUE ABILITY: Once per Game Turn, a Warhost Leader may exert his presence on ONE friendly Unit in a Covenant Force, spurring them to fanatically charge the enemy. As a result the Unit may increase its Charge Movement by +6".

'TAKE COVER' STANDARD ORDER

WAS	NOW
GRANTED +1 SOAK TO ARM & FLY.	GRANTS +2 SOAK TO ARM & FLY.

'LOOK SHARP' STANDARD ORDER

WAS	NOW
ADD +1 TO ANY REACTION FIRE TEST	ADD +2 TO ANY REACTION FIRE TEST

ORBITAL INSERTION

WAS	NOW
UNITS MAY DEPLOY VIA ORBITAL INSERTION STARTING TURN 1.	NO ORBITAL INSERTION TILL TURN 2.

COMMANDING PRESENCE

WAS	NOW
A UNIT COULD BENEFIT FROM ITS OWN CP.	A UNIT CAN'T BENEFIT FROM ITS OWN CP.
CP COULD STACK.	CP CAN NO LONGER STACK. PICK ONE.

GRENADES

WAS	NOW
TO USE GRENADES, ALL ELEMENTS IN A UNIT HAD TO USE THEM.	ANY NUMBER OF ELEMENTS IN A UNIT MAY USE GRENADES, WHILE THE OTHER ELEMENTS USE OTHER WEAPONS.

INFANTRY SHOOTING ATTACK

WAS	NOW
ALL INFANTRY ELEMENTS IN A UNIT MUST TARGET THE SAME ENEMY UNIT WITH THEIR WEAPONS.	ELEMENTS IN A UNIT CAN SPLIT THEIR SHOOTING ATTACK ACTION AMONGST MULTIPLE ENEMY UNITS.

MELEE

WAS	NOW
DEFENDING UNITS IN MELEE GAIN A COOLDOWN TOKEN.	AFTER MELEE IS RESOLVED, THE DEFENDING UNIT (INCL ARM) MUST MAKE A SUPPRESSION TEST.
IF BOTH AN ATTACKER AND DEFENDER ROLL NO SKULLS, OR THE DEFENDER HAS NO MELEE STAT AND THE ATTACKER ROLLS ZERO SKULLS, RULES-AS-WRITTEN THE COMBAT WOULD REPEAT UNTIL ONE OR MORE SKULLS ARE ROLLED.	IF AN ATTACKER ROLLS ZERO SKULLS IN MELEE, THEY ARE TREATED AS HAVING LOST THE MELEE COMBAT, AND ARE REPULSED.

REPULSED MOVE

WAS	NOW
UNITS UNABLE TO COMPLETE A REPULSED MOVE ARE DESTROYED.	UNITS UNABLE TO COMPLETE A REPULSED MOVE SUFFER A POINT OF DAMAGE (HEROIC SAVES ALLOWED). THE ENEMY CHOOSES THE ELEMENT DAMAGE IS APPLIED TO.

FIRING ARCS

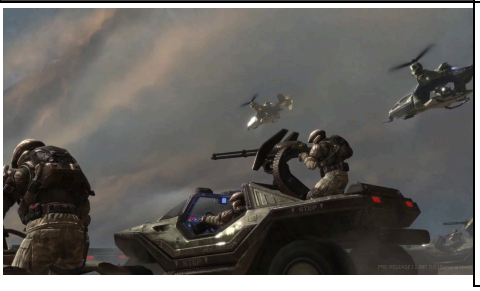
WAS	NOW
UNITS WITH WEAPONS THAT DON'T SHARE A FIRING ARC COULD ROTATE SUCH THAT MULTIPLE WEAPONS COULD COMBINE INTO ONE SHOOTING ATTACK.	IF A UNIT PERFORMS A SHOOTING ATTACK WITH WEAPONS THAT DON'T SHARE A FIRING ARC, AND THOSE WEAPONS ATTACK THE SAME ENEMY UNIT, EACH WEAPON MUST BE RESOLVED SEPARATELY.

DESTROYED VEHICLE WITH ATTACHED OR TRANSPORTED UNIT

WAS	NOW
WHEN AN ARMOURED UNIT IS DESTROYED, AN ELEMENT ATTACHED TO THAT UNIT IS AUTOMATICALLY DESTROYED, AND NO HEROIC SAVES ARE POSSIBLE!	WHEN A TRANSPORT UNIT WITH AN ATTACHED OR EMBARKED ELEMENT IS DESTROYED, OR A SUPPORT FLYER IS DESTROYED DURING A COMBAT DROP MISSION, PLACE THE UNIT WITHIN 4" OF THE VEHICLE, THEN THAT ELEMENT SUFFERS AN IMMEDIATE ATTACK, WITH AN ATTACK DICE POOL EQUAL TO THE DESTROYED VEHICLES COMBINED DAMAGE TRACK NUMBERS, AS LISTED ON AN ELEMENT'S STAT PROFILE. THIS ATTACK IS RESOLVED AT FP3, WITH HEROIC SAVES ALLOWED. THEN REMOVE THE DESTROYED VEHICLE FROM PLAY.

	WAS	NOW
HIJACKED VEHICLE DESTRUCTION	THE UNIT WHICH PERFORMED THE HIJACK IS AUTOMATICALLY DESTROYED ALONG WITH THE VEHICLE. HEROIC SAVES ARE **NOT** PERMITTED AT THIS TIME.	PLACE THE HIJACKING UNIT WITHIN 4" OF THE VEHICLE, THEN THAT UNIT SUFFERS AN ATTACK AS DESCRIBED WITHIN THE "DESTROYED TRANSPORT UNIT" RULES

	WAS	NOW
AIR SUPPORT FLYERS	SUPPLY DROP COST 1VP.	COST 0VP.
	COMBAT DROP COST 1VP.	
	REINFORCEMENT MISSION ONLY ONCE PER GAME.	NO LIMIT.
	CAN ONLY REINFORCE UNITS IN OWN BATTLEGROUP.	CAN REINFORCE UNITS REGARDLESS OF BG.
	REINFORCEMENT COSTS 2VP.	REINFORCING INFANTRY W/O 'SPECIALIST' LOADOUT COSTS 1VP.
		REINFORCING INFANTRY W 'SPECIALIST' LOADOUT COSTS 2VP.
		REINFORCING ARMOURED COSTS 2VP.

	WAS	NOW
RESERVES	GROUND RESERVES ARE UNITS WITH RULES THAT CAN ENTER THE BATTLEFIELD USING THEIR OWN ABILITIES	ANY NON-AIR SUPPORT UNIT CAN BE HELD AS GROUND RESERVES. ON TURN 2 ONWARD YOU MAY ACTIVATE A UNIT HELD IN RESERVE AND HAVE IT ENTER THE BATTLEFIELD IN YOUR DEPLOYMENT ZONE, STARTING ITS ACTIVATION IN CONTACT WITH THE EDGE. ON TURN 4 ONWARD YOU MAY HAVE THAT UNIT ENTER FROM ANY BATTLEFIELD EDGE. (NOT WITHIN 6" OF ANY ENEMY DEPLOYMENT EDGE!). ON TURN 6 ONWARD YOU MAY HAVE THAT UNIT ENTER FROM ANY BATTLEFIELD EDGE. (INCLUDING ENEMY DEPLOYMENT EDGE!)
	GROUND RESERVES WOULD DEFINE UNITS HELD BACK FROM DEPLOYMENT TO PERFORM AN ORBITAL INSERTION AS BEING A "GROUND RESERVE"	UNITS HELD BACK FROM DEPLOYMENT USING ORBITAL INSERTION ARE NOW DEFINED AS "ORBITAL RESERVES", AND MISSIONS MAY SOMETIMES RESTRICT ORBITAL RESERVES.

	WAS	NOW
CORE RULEBOOK SCENARIOS	NO GROUND RESERVES PERMITTED FOR KING OF THE HILL, TAKE AND HOLD, ASSASSINATE, AMBUSH, AND RAIDERS.	ALL CORE SCENARIOS NOW ALLOW FOR GROUND AND ORBITAL RESERVES.